
pump.io Documentation

Release 1.0.0

**Jan Kusanagi, Mats Sjöberg, AJ Jordan
contributors**

May 22, 2018

1	Basic User Guide	1
2	Getting started with the web interface	3
3	Frequently Asked Questions	5
3.1	How do I follow a user on a remote instance?	5
3.2	Why isn't my post available on the Internet?	5
3.3	Can I include HTML markup in the WYSIWYG post editor?	6
3.4	Is there a public timeline?	6
3.5	Are there groups like in StatusNet?	6
3.6	Why can't I see comments in threaded view?	6
3.7	What is the visibility of comments?	6
3.8	What is the visibility of a shared post?	7
3.9	Why can't I find somebody when fulfilling the To: or CC: boxes?	7
3.10	How can I set or change my e-mail address?	7
3.11	Why can't I post a comment to a certain post?	7
4	Clients and Services	9
4.1	Web	9
4.2	Desktop	10
4.3	Android	10
4.4	iOS	10
5	Built-in CLI applications	11
5.1	pump-register-app	11
5.2	pump-register-user	11
5.3	pump-authorize	12
6	For system administrators	13
6.1	Installation instructions	13
6.2	Configuration details	13
6.3	Upgrade instructions	14
6.4	Routine maintenance	14
7	Frequently Asked Questions for sysadmins	15
7.1	Stuff in my brand-new account randomly doesn't work.	15
7.2	I get Mixed Content Blocker warnings in the browser console.	15

7.3	Some actions randomly send requests to the wrong port in the devtools network pane.	15
7.4	I set <i>urlPort</i> , but my browser is still sending me to the wrong port.	15
7.5	My question isn't covered, or the solution didn't work for me.	16
8	For developers	17

CHAPTER 1

Basic User Guide

Pump.io is a decentralized/federated social network, composed by many servers, where users can choose where to sign up for an account, and communicate with Pump users from any other public Pump.io server.

It's currently under construction, but there are many things that can be done already. You can follow people, post notes, images and other media, and like, share or reply to other people's posts.

If you don't have a Pump account yet, [click here for some help](#).

When you [register](#), you'll be in front of the default web interface, but that's just the door. You can choose to interact with the Pump network using this web interface, or you can install a desktop client (or *app*), a mobile client, or interact from 3rd party web services of different kinds. Here's a [comprehensive list of clients and services](#).

One of the first things you'll want to do is start following some people. Here's [some info about that](#). Check out [this list of users by language](#), where you can also add yourself.

But before that, it would be really useful to fill in some data in your profile, and uploading an avatar. Saying something about yourself in the Bio helps people find you, and makes it more likely that people with similar interests will follow you, so it makes starting interacting with people easier and faster.

It also helps to post a public "hello world" message, so people who find you have something to comment on.

If you used identi.ca in the past, take a look at [this note about some of the big changes that identi.ca has undergone](#), now that it's part of the Pump.io network.

These are some other guides explaining how Pump.io works, how to get started, and providing usage tips by users:

- [Getting Started With Pump.io by Stephen Sekula](#)
- [Who to follow, most shared, most liked. . . \(informal stats\)](#)
- [Some tips for a better experience using the Pump.io network by JanKusanagi](#)
- [FAQ - Frequently Asked Questions](#)

CHAPTER 2

Getting started with the web interface

(TODO)

Frequently Asked Questions

Seldomly asked questions. By real users. Not those clever developers. Here's also a [basic user guide](#).

3.1 How do I follow a user on a remote instance?

OK - so you now have your new, shiny identi.ca account migrated to the wonderful Pump platform, or a new Pump account on any other server. In the former case, obviously all your existing Friends/Followers subscriptions from identi.ca have been seamlessly migrated, but sooner or later, you will make a new friend. Honest, you will. No, you will. And in the latter case, you'll probably want to start following someone, right?

If your new mate is also on your same server, then it's easy enough. Very similar to how it used to be on identi.ca in StatusNet times, in fact, just click 'Follow'. The 'Follow' button should magically transform to 'Following'.

Let's imagine you want to follow a user on a remote Pump instance. For example, you see an interesting note from 'david@fmrl.me'. Ensure you are logged in to your Pump account. Then visit David's Pump page at <https://fmrl.me/david>

Click 'Follow' as before but instead of entering your login credentials on the remote instance, click 'Account on another server?' and type in your Webfinger identifier, such as 'harry@identi.ca'.

Click 'Authorize' when asked 'Do you want to authorize fmrl.me to access your account?' and then click 'Follow' when the user's home page is displayed.

Again, this isn't too far removed for the process for subscribing to a remote StatusNet user, but the GUI may surprise a few people at first.

As a start, you might want to check the [Users by language](#) list.

3.2 Why isn't my post available on the Internet?

If you have spent hours lovingly crafting a note on Pump and proudly posted the link to all your friends and family, there's nothing worse than people telling you 'That link you sent doesn't work'.

Pump has strict controls on privacy and publishing. By default, a note will only be posted (and visible) to your ‘Followers’. If you want a note to be visible to everyone on the Internet, ensure you include ‘Public’ in the ‘To:’ or ‘CC:’ list.

There are enhancement requests (#364) for Pump to set defaults for your preferred distribution list or, alternatively, to remember (#431) the settings used on your last post.

Many of the other [clients](#) already have the option to always post to Public.

3.3 Can I include HTML markup in the WYSIWYG post editor?

In the web interface, no. However, some other [clients](#) support Markdown.

3.4 Is there a public timeline?

Well, yes and no. The web interface does not show a public timeline. Pump.io servers post the public notes from their users to [OFireHose](#) and it is possible to obtain a [feed from there](#), in [ActivityStreams](#) format (JSON). So [clients](#) may present a public timeline using that feed. At this moment, Puma (client for Android) and Pumpa (desktop client) show the Firehose timeline. Web interfaces to the public timeline are in the ‘Hubub’ deployments (see [Clients](#)): <http://hubub.e43.eu/>, <http://hubub.jpope.org/> and <http://ppump.redaustral.tk/rss.php> (RSS feed). For more information, you can visit OFirehose.com, or track [issue #656](#).

3.5 Are there groups like in StatusNet?

Not yet. There is an open issue about group support (#299), you can track it to know when/how it will be implemented (you can help to make it happen, too!).

Support for groups is partially implemented at the moment. Though the web interface doesn’t have anything for it, it’s possible to create, join and delete groups. The Dianara client has experimental support for this, but posting to a group requires manually keeping track of group ID’s, and the comments to notes posted to the groups are not well distributed to all members. This still needs some work before groups are usable.

3.6 Why can’t I see comments in threaded view?

By now, it’s technically possible to reply to a comment, and it is displayed in the minor inbox feed (the “Meanwhile. . .” column), and the original poster and commenter receive a notification. However, it’s not clear if it is the intended behavior, or only comments to the original post should be allowed. You can track [issue #497](#) and participate in the discussion about this topic. <https://github.com/e14n/pump.io/issues/497>

3.7 What is the visibility of comments?

If I comment on someone else’s post, how public is my comment?

If you comment on somebody’s post, it depends on the original posts audience. If it’s a public post, your comment will be public. If the post was to a limited audience, only the original author will be able to see your comment. Some of this may change a little in the future. . .

3.8 What is the visibility of a shared post?

If I share someone else's post, how public is my share? Is it only shared to my followers?

If you share someone else's post, again it depends on the original author's audience. If the original post was public, the reshare will be public. If the original post was to a limited audience, the reshare is supposed to only be visible to the original authors audience, but, currently, it goes out to your followers. Honestly, if the original author posts something to a limited audience, maybe it shouldn't be able to be reshared at all.

3.9 Why can't I find somebody when fulfilling the To: or CC: boxes?

You can send/CC to the people you follow.

If you are following somebody and you cannot find him/her when you type the name in the To: or CC: box, maybe you are experiencing this issue: <https://github.com/e14n/pump.io/issues/805>

Some of the [clients](#) will also allow you to address a post to certain people just by typing @ and selecting the user from a pop-up list. It's just another way to automatically fill the To: or CC: fields.

3.10 How can I set or change my e-mail address?

While the web interface doesn't provide a way to do this yet, the [Dianara client](#) has an option for this, since version 1.3.1.

3.11 Why can't I post a comment to a certain post?

You're probably suffering from [this issue](#), #1027.

This basically happens when you are on server A, and post to a note from a user on server B that no one (including you) on server A is following. You might be seeing this because someone you follow shared it, but since nobody on your server follows the author of the post, the post was never really "delivered" to your server, and that results in the "no original post" error.

This error is especially unclear in the web interface. There's not really a workaround for this yet, but if you follow the author of that post, you'll be able to comment on their **future** posts.

These are some client applications and services that support Pump.io.

See also: [Libraries](#)

4.1 Web

- [ih8.it](#) - Hate button for the web.
- [hip2.it](#) - Like button.
- [lurve.jpope.org](#) - Love button.
- [pump2status.net](#) - Find your StatusNet/GNUsocial friends on the pump network.
- [pump2tweet.com](#) - Send activities from the pump network to Twitter.
- [OpenFarmGame](#) - A farming game for the pump network.
- [PumpLive](#) - Stats server.
- [OFirehose](#) - The pump network firehose.
- [brdcst.it](#) - Broadcast your blog, µblog, etc feeds to your social networks, including Pump.io.
- [pump2rss.com](#) - Generates an RSS (Atom) feed of the activity stream.
- [rss.io.jpope.org](#) - Alternate for pump2rss.com.
- [pumpiostatus.website](#) - Check the status and uptime of all registered Pump servers.
- [Granada](#)- Website, bookmarklet and button for publishing content from other places in Pump.io (“Share in Pump.io” thingy). Website in Spanish. Other deployments: <http://granada.mamalibre.com.ar>.
- [hubub.e43.eu](#) - View the Firehose aka what’s happening in Pump.io, in real time. Source code [here](#). Other deployments: <https://hubub.polari.us>.
- [PumpBridge](#) - Connects Pump.io to facebook and googleplus. Source code [here](#).

- **PPump** - Ppump: RSS Feed of the Firehose and public user directory. Live instances at <https://www.inventati.org/ppump> and <https://pump.mamalibre.com.ar>.

4.2 Desktop

- **Dianara - A Qt desktop app.**
 - [MSWindows builds](#) of Dianara. Website in Spanish, for now.
- **Pumpa - Another Qt client under development.**
 - [How to](#) for building Pumpa on OS X.
- **Choqok** - KDE micro-blogging client.
- **spigot** - Console client for rate-limited (RSS) feed aggregation. Implemented in Python via PyPump.
- **PumpTweet** - Find notes from your Pump account, shorten them, make a URL to the original note, and post the short version as a tweet on Twitter. It can also be used for GNU Social (StatusNet).
- **PumpMigrate** - Move or sync contacts between Pump.io accounts.
- **p** - A Pump.io version of the command line utility 't'.
- **NavierStokes** - Allows you to bridge between social network accounts. ALPHA release.
- **Pumpio-el** - Pump.io client for Emacs.
- **GPump** - A GTK+ Pump.io client in the concept stages.
- **Manivela** - Command line client written in PHP. Documentation in Spanish.

4.3 Android

- **Impeller** - ICS (4.0) or above - [Google Play](#) / [Download APK](#)
- **Puma** - [Download APK](#)
- **PumpFM** - A simple app that scrobbles the music listened on your Android phone to a Pump.io instance ([Link to binary .apk](#))
- **AndStatus** - Multiple Pump.io, GNU Social and Twitter accounts. Can work offline.

4.4 iOS

- **Social Monkeys** - An intuitive iOS client to manage your Pump.io social activity stream.

Built-in CLI applications

You can use any pump.io [client application](#) you want to interact with pump.io servers. However, the `pump.io` package comes with some samples to get you started and you can find some more in the repository.

5.1 pump-register-app

First use this tool to create the credentials file

```
$ ./bin/pump-register-app -t <APPNAME>
```

<APPNAME> will be the name of the client app that `pump-register-app` registers with the server.

This will create the file `~/ .pump.d/<SERVER>.json` that contains your credentials.

```
{
  "client_id": "XXXX",
  "client_secret": "YYYYY",
  "expires_at": 0
}
```

It will also add an entry into the server database where you will find the `clientID`.

(Of course, if you use the memory Databank driver the data will be lost between server runs, and you'll need to rerun the configuration.)

5.2 pump-register-user

Use this command to register a user:

```
./bin/pump-register-user -u <USERNAME> -p <PASSWORD>
```

5.3 pump-authorize

After you register an app, you can authorize your user to use it.

```
./bin/pump-authorize -u <USERNAME>
```

When you do that it will ask you to open a website, login and verify the value. You paste that back in and all is good.

6.1 Installation instructions

npm is the recommended installation method if there isn't documentation for your specific distribution listed below. The pump.io project *strongly* recommends that users avoid source-based installs.

- Prerequisites
- Installation channels
- Debian
- Generic npm-based install
- Generic source-based install
- About Docker images

6.2 Configuration details

- Configuration value reference
- Configuration via CLI flags
- Configuration via environment variables
- Configuration via JSON configuration files
- Running the daemon
- Set NODE_ENV for better performance
- Using Certbot and Let's Encrypt for HTTPS in pump.io
- Self-signed certs and CACert non-support in pump.io
- Using a web server proxy

6.3 Upgrade instructions

- 1.x to 2.x
- 2.x to 3.x
- 3.x to 4.x
- 4.x to 5.x

6.4 Routine maintenance

- Viewing logs
- Using the upstream systemd unit
- Using zero-downtime restarts
- Migrating hosts

See also the Sysadmin FAQ.

Frequently Asked Questions for sysadmins

Some common (and uncommon) issues that can come up while deploying Pump, and some solutions to match.

7.1 Stuff in my brand-new account randomly doesn't work.

7.2 I get Mixed Content Blocker warnings in the browser console.

7.3 Some actions randomly send requests to the wrong port in the devtools network pane.

This is usually caused by a reverse-proxy setup that was botched at some point. The solution is to make sure your URL is exactly the way you want it, including protocol scheme (i.e. HTTP or HTTPS - hopefully the latter!) and port. Then you need to drop your database (how to do this will depend on your Databank driver) and recreate any accounts you may have had on the server.

Note that if you did anything beyond just creating a new account you should choose a new URL that you haven't used yet, if possible.

(The reason that this issue happens is that ActivityStreams objects, which Pump heavily uses in its protocol, contain an id which Pump usually sets to the object's URL. A lot of these objects get created when new accounts are opened, and if this happens while the URL is somehow incorrect, the incorrect URL gets permanently embedded in the ActivityStreams object and doesn't update when the administrator adjusts the site configuration to fix the problem. This causes a myriad of problems which exhibit themselves in strange ways.)

7.4 I set *urlPort*, but my browser is still sending me to the wrong port.

Clear your cache and try again.

7.5 My question isn't covered, or the solution didn't work for me.

Get in touch with the [community](#). They'll be happy to help you out.

CHAPTER 8

For developers

Eventually this section will be much more thorough, but in the meantime you should check out [API.md](#) for a description of what the API looks like and what you can do with it.

Note that we are in the process of deprecating this API and moving to [ActivityPub](#) as well as OAuth 2.0. If you write things to the API described in [API.md](#) you shouldn't have too much trouble moving to ActivityPub - ActivityPub is actually derived from the original [pump.io](#) API! You can experiment with this code as it lands by [running alpha builds](#).

For now, most of the documentation is at [the old wiki](#).

Check out the [community information](#).